



**IMPROVING THE STUDENTS' SPEAKING ABILITY
BY USING LOST TWIN GAME
(A Classroom Action Research In The Tenth-TKR Grade Students
Of SMK Yafalah Ginggangtani, Grobogan In Academic Year 2014/2015)**



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TEACHER TRAINING AND EDUCATION FACULTY
MURIA KUDUS UNIVERSITY
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SKRIPSI

**Presented to the University of Muria Kudus
in Partial Fulfillment of the Requirements for Completing
the Sarjana Program in the Department of English Education**

By

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2015**

MOTTO AND DEDICATION

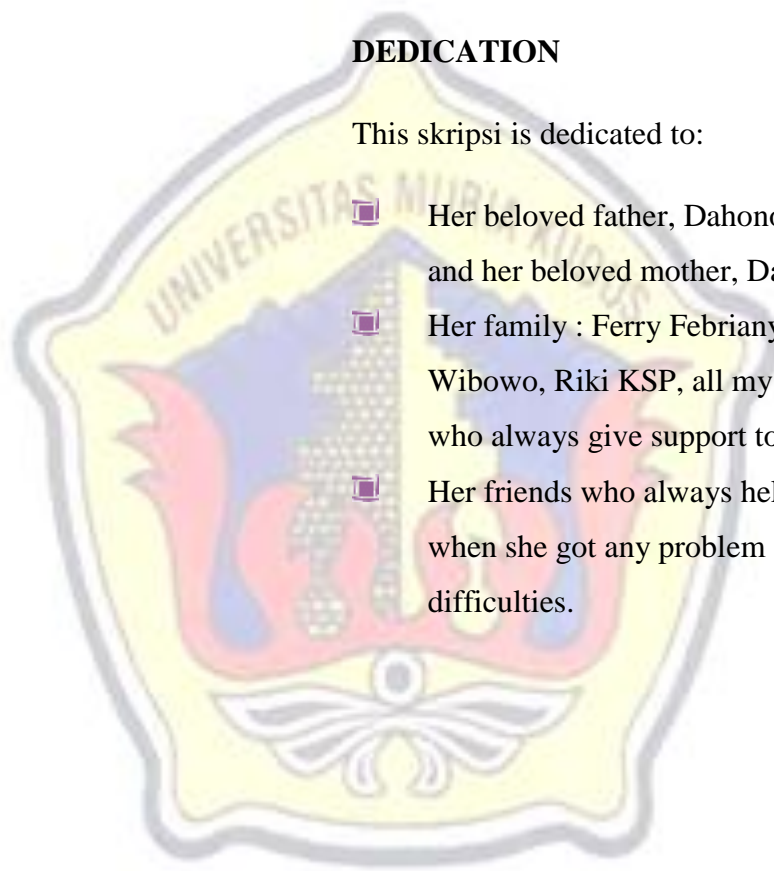
MOTTO

- ❏ All the plan of God is beautiful. We do not need to regret everything which has happened to us.
- ❏ Knowledge is power.
- ❏ Failure only happens when we give up.
- ❏ The best pleasure in life is doing what people say you cannot do.

DEDICATION

This skripsi is dedicated to:

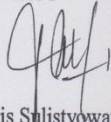
- ❏ Her beloved father, Dahono Suprodjo and her beloved mother, Daryati
- ❏ Her family : Ferry Febriany, Hendro Wibowo, Riki KSP, all my friends who always give support to her
- ❏ Her friends who always help her when she got any problem and difficulties.



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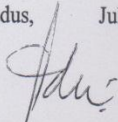
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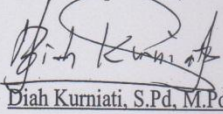
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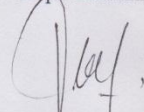
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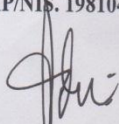
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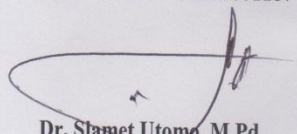
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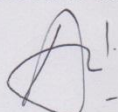
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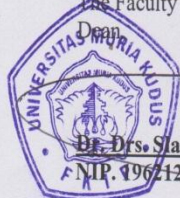
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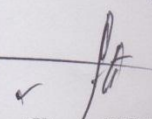


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ACKNOWLEDGEMENT

Alhamdulillah, Thanks for Allah, the almighty who has given his mercies to the researcher, so that she is able to finish compiling this Skripsi entitled “Improving the Students Speaking Ability by Using Lost Twin Game (A Classroom Action Research in the Tenth-TKR Grade Students of SMK Yafalah Gingsangtani, Grobogan in Academic Year 2014/2015)”.

Peace and salutation to Prophet Muhammad SAW who takes us to be the better human being. The writer also would like to express her gratitude to several person who have helped her, namely:

1. Dr. Drs. Slamet Utomo, M.Pd as the Dean of teacher Training Education Faculty of Muria Kudus University.
2. Diah Kurniati, S.Pd., M.Pd. as the Head of English of English Education Department of Teacher Training and Education Faculty of Muria Kudus University.
3. Titis Sulistyowati, SS, M.Pd as the First Advisor who has guided and given her suggestion in finishing this skripsi with a great patience.
4. Agung Dwi Nurcahyo, SS, M.Pd as the Second Advisor who has given contributive criticism and assistance during completing this skripsi.
5. Sukarno, S.Pd., MM. as the Headmaster of SMK Yafalah Gingsangtani, Grobogan who permits and facilitates her to conduct the research in his school.

6. Sugiyarti, S.Pd as the English teacher of SMK Yafalah Ginggangtani, Grobogan who allowed the researcher to carry out the researcher in her class.
7. All the students especially class X-TKR of SMK Yafalah Ginggangtani, Grobogan for their perception, attention, and help to conduct the research.
8. All staffs of Muria Kudus University for each help in any campus affair.
9. Her beloved adopt parents (Dahono Suprodjo and Daryati) who always love, support and pray for their beloved daughter.
10. Her lovely family (Ferry Febriany and Riki Kelana Soka Putra), thank you for your support and motivation.
11. Her lovely and loyal best friends (Titin Elyasari, Haniatut Tazkiyyah, Ratna Hidayati, Fatichatin Nabella and Dian Farida Ayu Anggraeni), thank you for your friendship, help and motivation.

Hopefully, this skripsi will be useful for the readers and English education.

Thanks for everyone who involved in order making this skripsi better.

Kudus, July 2014

The writer

Reza Gustiara

ABSTRACT

Gustiara, Reza. 2015. Improving The Students Speaking Ability By Using Lost Twin Game (A Classroom Action Research In The Tenth-TKR Grade Students Of SMK Yafalah Ginggangtani, Grobogan In Academic Year 2014/2015). Skripsi. English Education Department, Teacher Training and Education Faculty, Muria Kudus University. Advisor: (1) Titis Sulistyowati, S.Pd, M.Pd., (2) Agung Dwi Nurcahyo, S.Pd, M.Pd

Key words: Speaking Ability, Lost Twin Game

Language is very important in our lives, because it is always used in our daily activity to communicate with the others. Speaking is one of the skills that should be improved in teaching and learning process. The students must be able to speak English fluently. The fact shows that the students had difficulties in speaking especially in expressing their ideas and opinion. So, the writer try to solve the problem by using Lost Twin Game as a technique to improve the students' speaking ability.

The objective of this research are to find out whether Lost Twin Game can improve the students' speaking ability in the X-TKR of SMK Yafalah Ginggangtani, Grobogan in academic year 2014/2015, and to describe the students' response in Lost Twin Game which is aimed to improve their speaking ability.

This research uses Classroom Action Research (CAR) design. It consisted of two cycles and each cycle consisted of four steps, namely (1) planning, (2) acting, (3) observing and (4) reflecting. This research was conducted in SMK Yafalah Ginggangtani, Grobogan in academic year 2014/2015. The subject of this research was the tenth-TKR grade students of in SMK Yafalah Ginggangtani, Grobogan in academic year 2014/2015 which has 33 students. In collecting the data, the writer used observation sheet and achievement test. The test was done when the students were practicing conversation about the material in front of the class in every cycle.

The result of this research shows that; (1) The use of Lost Twin Game can improve the speaking ability of the tenth-TKR grade students of SMK Yafalah Ginggangtani, Grobogan in academic year 2014/2015, It was shown by the students' achievement test score in every cycle. There is improvement in cycle 1 to cycle 2, it can be seen from the average of the students' score in cycle 1 is 69.21 and in the cycle 2 is 76.96. The average score in cycle II increase 7.75 from cycle I, and (2) The students' response of the tenth-TKR grade students of SMK Yafalah Ginggangtani, Grobogan in academic year 2014/2015 were getting better in every cycle. The ability of students after using Lost Twin Game is categorized sufficient in cycle I and categorized good in cycle II. Lost Twin Game technique can help students to be active, to be enjoy and to be confidents to speak up in

teaching and learning process. So, the students can express their ideas and opinion easily. There is improvement in the students' activity in teaching and learning by using Lost Twin Game technique.

The writer suggests to other English teacher to use an appropriate technique in teaching English. The English teacher can use Lost Twin Game as a technique of teaching speaking. Because it can make the students' interest and have good confidence when they want to speak. The writer also suggest to other researcher to use this research as their reference to make other research.



ABSTRAKSI

Gustiara, Reza. 2015. Peningkatan Kemampuan Berbicara Siswa Dengan Menggunakan Lost Twin Game (Penelitian Tindakan Kelas di Kelas sepuluh TKR SMK Yafalah Ginggangtani, Grobogan Tahun Ajaran 2014/2015). Skripsi. Pendidikan Bahasa Inggris, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Muria Kudus. Pembimbing: (1) Titis Sulistyowati, S.Pd, M.Pd., (2) Agung Dwi Nurcahyo, S.Pd, M.Pd

Kata Kunci: Kemampuan Berbicara, Lost Twin Game

Bahasa sangat penting dalam hidup kita, karena selalu digunakan dalam kegiatan sehari-hari untuk berkomunikasi dengan orang lain. Berbicara merupakan salah satu keterampilan yang harus ditingkatkan dalam proses belajar mengajar. Para siswa harus mampu berbahasa Inggris dengan lancar. Fakta menunjukkan bahwa siswa mengalami kesulitan dalam berbicara terutama dalam mengekspresikan ide-ide dan pendapat mereka. Jadi, penulis mencoba memecahkan masalah dengan menggunakan Lost Twin Game sebagai tehnik untuk meningkatkan kemampuan berbicara siswa.

Tujuan dari penelitian ini adalah untuk mengetahui apakah Lost Twin Game dapat meningkatkan kemampuan berbicara siswa kelas X-TKR SMK Yafalah Ginggangtani, Grobogan tahun ajaran 2014/2015, dan untuk menggambarkan respon siswa dalam penerapan Lost Twin Game yang bertujuan untuk meningkatkan kemampuan berbicara siswa.

Penelitian ini menggunakan desain Penelitian Tindakan Kelas (PTK). Penelitian ini terdiri dari dua siklus dan setiap siklus terdiri dari empat langkah, yaitu (1) perencanaan, (2) pelaksanaan, (3) pengamatan dan (4) refleksi. Penelitian ini dilakukan di SMK Yafalah Ginggangtani, Grobogan pada tahun ajaran 2014/2015. Subjek penelitian ini adalah siswa kelas sepuluh TKR SMK Yafalah Ginggangtani, Grobogan di tahun ajaran 2014/2015 dengan jumlah siswa 33 siswa. Dalam pengumpulan data, penulis menggunakan lembar observasi dan juga tes. Tes ini dilakukan ketika siswa sedang melakukan percakapan di depan kelas dalam setiap siklus.

Hasil penelitian ini menunjukkan bahwa; (1) Penggunaan Lost Twin Game dapat meningkatkan kemampuan berbicara siswa kelas X-TKR SMK Yafalah Ginggangtani, Grobogan tahun ajaran 2014/2015, dapat terlihat dari pencapaian tes siswa dalam setiap siklus. Terjadi peningkatan dari siklus 1 ke siklus 2, dapat dilihat dari rata-rata nilai siswa pada siklus pertama berjumlah 69.21 dan di siklus kedua berjumlah 76.96. Nilai rata-rata pada siklus kedua mengalami kenaikan 7.75 dari siklus pertama, dan (2) Respon siswa kelas sepuluh TKR SMK Yafalah Ginggangtani, Grobogan tahun ajaran 2014/2015 semakin baik dalam setiap siklus. Kemampuan siswa setelah menggunakan Lost Twin Game pada siklus pertama dikategorikan Cukup dan pada siklus kedua dikategorikan baik pada

pembelajaran menggunakan Lost Twin Game. Teknik penggunaan Lost Twin Game dapat membantu siswa menjadi aktif, nyaman dan juga yakin untuk berbicara dalam proses belajar dan mengajar. Jadi siswa dapat mengekspresikan ide dan pendapat. Terjadi peningkatan pada aktifitas siswa dalam proses pembelajaran menggunakan teknik Lost Twin Game.

Penulis menyarankan guru bahasa Inggris lain untuk menggunakan teknik yang tepat dalam mengajar bahasa Inggris. Guru bahasa Inggris dapat menggunakan Lost Twin Game sebagai teknik pengajaran berbicara. Karena bisa membuat siswa tertarik dan memiliki kenyamanan ketika mereka ingin berbicara. Penulis juga menyarankan kepada peneliti lain untuk menggunakan penelitian ini sebagai acuan mereka untuk membuat penelitian lainnya



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